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Computer Graphics International 2001. Proceedings, 3-6 July 2001

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[\[Abstract\]](#) [\[PDF Full-Text \(324 KB\)\]](#) **IEEE CNF**2 **Dynamics modeling and culling***Chenney, S.; Ichnowski, J.; Forsyth, D.;*

Computer Graphics and Applications, IEEE, Volume: 19, Issue: 2, March-April 1999

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[\[Abstract\]](#) [\[PDF Full-Text \(356 KB\)\]](#) **IEEE JNL**3 **Design of hypertext based courseware with the integrated Java and VRML modules***Divjak, S.;*

Electrotechnical Conference, 1998. MELECON 98., 9th Mediterranean, Volume: 1, 18-20 May 1998

Pages:178 - 181 vol.1

[\[Abstract\]](#) [\[PDF Full-Text \(612 KB\)\]](#) **IEEE CNF**4 **Distributed virtual worlds for collaborative work based on Java RMI and VRML***Mendez, R.M.; Tellez, R.Q.;*

Groupware, 2000. CRIWG 2000. Proceedings. Sixth International Workshop on, 18-20 Oct. 2000

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[\[Abstract\]](#) [\[PDF Full-Text \(302 KB\)\]](#) **IEEE CNF**5 **Building interactive animations using VRML and Java***Tamiosso, F.S.; Raposo, A.B.; Magalhaes, L.P.; Ricarte, I.L.M.;*

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Belfore, L.A., II; Chitithoti, S.;

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TENCON 2000. Proceedings , Volume: 2 , 24-27 Sept. 2000

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Watanabe, N.; Igarashi, Y.; Hanaki, M.;

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Rohrmeier, M.;

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Pages:1525 - 1528 vol.2

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Tsai-Yen Li; Jyh-Ming Lien; Shih-Yen Chiu; Tzong-Hann Yu;
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Potentials, IEEE, Volume: 19, Issue: 1, Feb.-March 2000
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20 **A collaborative framework for learning robot mechanics: rio-robotics illustrative software**

Lobov, A.; Lastra, J.L.M.; Tuokko, R.;
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Bruciapaglia, A.;

Intelligent Robots and Systems, 1999. IROS '99. Proceedings. 1999 IEEE/RSJ

International Conference on , Volume: 3 , 17-21 Oct. 1999

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24 Web based collaborative visualization of distributed and parallel simulation

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[\[Abstract\]](#) [\[PDF Full-Text \(704 KB\)\]](#) [IEEE CNF](#)

25 Three dimensional Web monitoring systems using Java

Hong Seong Park; Kim, H.D.; Kim, B.S.; Hong Seok Kim; Kyoung Hoan Na; Seogou Choi;

Industrial Electronics Society, 1999. IECON '99 Proceedings. The 25th Annual Conference of the IEEE , Volume: 3 , 29 Nov.-3 Dec. 1999

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Ferscha, A.; Johnson, J.;

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3rd IEEE International Workshop on , 22-23 Oct. 1999

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27 Agent-aided collaborative virtual environments over HLA/RTI

Xiaojun Shen; Hage, R.; Georganas, N.;

Distributed Interactive Simulation and Real-Time Applications, 1999. Proceedings.

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28 The limitations of interactive multiuser 3D environments in the WWW

Oliveira, M.; Todesco, G.; Araujo, R.;

Database and Expert Systems Applications, 1999. Proceedings. Tenth International Workshop on , 1-3 Sept. 1999

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29 Fast 3D visualization of road product models

Tibaut, A.; Kaucic, B.; Rebolj, D.;

Information Visualization, 1999. Proceedings. 1999 IEEE International Conference on , 14-16 July 1999

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30 Information visualization on the Web

Jern, M.;

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1 [Full papers: XICL: a language for the user's interfaces development and its components](#)

Lirisnei Gomes de Sousa, Jair C Leite

August 2003 **Proceedings of the Latin American conference on Human-computer interaction**

Full text available:  pdf(459.21 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

More interactivity with better usability in Web Systems requires the development of user interface components with interaction techniques that are more powerful and popular among the users such as the WIMP style. This work presents the XICL, a markup language to describe the user interface and its components. This language defines a description format and a semantic model that standardizes components programming and increase reuse, extension and portability. We also present the XICL Studio, a de ...

Keywords: user interface component, user interface design, user interface languages

2 [An Environment for Dynamic Component Composition for Efficient Co-Design](#)

F. Doucet, S. Shukla, R. Gupta, M. Otsuka

March 2002 **Proceedings of the conference on Design, automation and test in Europe**

Full text available:  pdf(122.57 KB)

Additional Information: [full citation](#), [abstract](#)

 [Publisher Site](#)

This article describes the Balboa component integration environment that is composed of three parts: a script language interpreter, compiled C++ components, and a set of Split-Level Interfaces to link the interpreted domain to the compiled domain. The environment applies the notion of split-level programming to relieve system engineers of software engineering concerns and to let them focus on system architecture. The script language is a Component Integration Language because it implements a component m ...

3 [Past, present, and future of user interface software tools](#)

Brad Myers, Scott E. Hudson, Randy Pausch

March 2000 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7 Issue 1

Full text available:  pdf(151.14 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

A user interface software tool helps developers design and implement the user interface. Research on past tools has had enormous impact on today's developers—virtually all applications today are built using some form of user interface tool. In this article, we consider cases of both success and failure in past user interface tools. From these cases we extract a set of themes which can serve as lessons for future work. Using these themes, past tools can be characterized by what aspects ...

Keywords: event languages, interface builders, scripting languages, toolkits, user interface development environments, user interface software

4 Contigra: an XML-based architecture for component-oriented 3D applications

Raimund Dachsel, Michael Hinz, Klaus Meißner

February 2002 **Proceeding of the seventh international conference on 3D Web technology**

Full text available:  pdf(368.21 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Even though numerous Web3D technologies exist, most of them do not support a high-level, multi-disciplinary authoring process. Moreover, concepts of reuse are rarely provided. A component-based approach is introduced with the CONTIGRA architecture to construct interactive, three-dimensional applications, either stand-alone or web-based. The approach is entirely based on declarative XML documents describing the component implementation, its interface, as well as component configuration and compo ...

Keywords: 3D components, 3D user interfaces, 3D widgets, XML schema, component-based development, contigra, extensible 3D (X3D), virtual environments

5 Scripting in GIS applications: experimental standards-based framework for perl

Alexandre Sorokine, Kurt Ackermann

November 2000 **Proceedings of the eighth ACM international symposium on Advances in geographic information systems**

Full text available:  pdf(717.84 KB)

Additional Information: [full citation](#), [abstract](#), [index terms](#)


Scripting languages have long been utilized by GIS application developers to achieve higher levels of programming and shorter development times. Modern general-purpose scripting languages — like Tcl/Tk, Perl or Python — allow the smooth integration of various software components, while at the same time providing rich programming capabilities. Increases in processor speed and the development of industry-wide standards are removing obstacles to the proliferation of universal scripti ...

Keywords: OpenGIS, geographic information systems, perl, spatial data access

6 Herbal-T, enabling integration, interoperability, and reusability of Internet components

Israel Hilerio, Weidong Chen

March 1999 **ACM SIGSOFT Software Engineering Notes , Proceedings of the international joint conference on Work activities coordination and collaboration**, Volume 24 Issue 2

Full text available:  pdf(1.57 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


Herbal-T introduces an architecture where Internet component integration, interoperability, and component instantiation are the base for information flow coordination. This architecture introduces a framework for combining object functionality across the Internet to create new Internet applications. These new applications are defined in terms of active relationships. The concept of active relations as found in active databases is extended to define a new paradigm for creating Internet applicatio ...

Keywords: Herbal-T, Internet components, active relations, distributed relations, integration

7 Document reuse and semantics: A dynamic user interface for document assembly

Miro Lehtonen, Renaud Petit, Oskari Heinonen, Greger Lindén

November 2002 **Proceedings of the 2002 ACM symposium on Document engineering**

Full text available:  pdf(271.56 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Document assembly has turned out to be a convenient approach to corporate publishing and reuse of large collections of documents. Automated assembly of a document reduces the amount of human effort when creating customized documents consisting of document fragments from a collection. However, most methods used require a number of parameters to be defined prior to the assembly process, and providing these parameters in the correct

format is seen to be too demanding for an average user. We have des ...

Keywords: BML, XML, XSLT, document assembly, dynamic user interfaces, structured documents

8 Planning-based control of interface animation

David Kurlander, Daniel T. Ling

May 1995 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available:  [html\(48.04 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

9 Session 4: Implementation of a scripting language for VRML/X3D-based embodied agents

Zhisheng Huang, Anton Eliëns, Cees Visser

March 2003 **Proceeding of the eighth international conference on 3D Web technology**

Full text available:  [pdf\(1.02 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


Embodied agents or humanoid avatars may effectively be used to communicate with human users. Currently there is a wide range of specification formalisms and scripting languages for embodied agents, many of which are of a somewhat ad hoc nature lacking clear semantics. In this paper, we discuss the implementation of a scripting language for humanoid avatars in VRML/X3D-based environments. The scripting language STEP is based on dynamic logic, which provides a clear semantics for complex behaviors ...

Keywords: STEP, VRML/X3D, XSTEP, agents, distributed logic Programming, h-anim

10 The XCAT science portal

Sriram Krishnan, Randall Bramley, Dennis Gannon, Madhusudhan Govindaraju, Rahul Indurkar, Aleksander Slominski, Benjamin Temko, Jay Alameda, Richard Alkire, Timothy Drews, Eric Webb

November 2001 **Proceedings of the 2001 ACM/IEEE conference on Supercomputing (CDROM)**

Full text available:  [pdf\(224.53 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


The design and prototype implementation of the XCAT Grid Science Portal is described in this paper. The portal lets grid application programmers easily script complex distributed computations and package these applications with simple interfaces for others to use. Each application is packaged as a "notebook" which consists of web pages and editable parameterized scripts. The portal is a workstation-based specialized "personal" web server, capable of executing the application scripts and launching ...

Keywords: distributed simulations, grid, science portal, scripted applications

11 Rendering systems on clusters: Approach for software development of parallel real-time VE systems on heterogeneous clusters

C. Winkelholz, T. Alexander

September 2002 **Proceedings of the Fourth Eurographics Workshop on Parallel Graphics and Visualization**


Full text available:  [pdf\(546.54 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents our approach for the development of software for parallel real-time virtual environment systems (VE) running on heterogeneous clusters of computers. This approach is based on a framework we have developed to facilitate the set-up of immersive virtual environment systems using single components coupled by an isolated local network. The framework provides parallel rendering of multiple projection screens and parallel execution of application and interaction tasks on components ...

12 Component-oriented software development

Oscar Nierstrasz, Simon Gibbs, Dennis Tsichritzis

September 1992 **Communications of the ACM**, Volume 35 Issue 9

Full text available:  pdf(1.27 MB)


Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: component-oriented software development, frameworks, reuse

13 Modern languages and Microsoft's component object model

David N. Gray, John Hotchkiss, Seth LaForge, Andrew Shalit, Toby Weinberg

May 1998 **Communications of the ACM**, Volume 41 Issue 5


Full text available:  pdf(340.03 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#),
[review](#)

14 Extracting usability information from user interface events

David M. Hilbert, David F. Redmiles

December 2000 **ACM Computing Surveys (CSUR)**, Volume 32 Issue 4

Full text available:  pdf(1.50 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)


Modern window-based user interface systems generate user interface events as natural products of their normal operation. Because such events can be automatically captured and because they indicate user behavior with respect to an application's user interface, they have long been regarded as a potentially fruitful source of information regarding application usage and usability. However, because user interface events are typically voluminous and rich in detail, automated support is generally ...

Keywords: human-computer interaction, sequential data analysis, usability testing, user interface event monitoring

15 XXL: a dual approach for building user interfaces

Eric Lecolinet

November 1996 **Proceedings of the 9th annual ACM symposium on User interface software and technology**

Full text available:  pdf(1.96 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: distributed interfaces, interface builders, iterative development, scripting languages, textual and visual equivalence, user interface software

16 E-Slate: a software architectural style for end-user programming

George Birbilis, Manolis Koutlis, Kriton Kyrimis, George Tsironis, George Vasiliou

June 2000 **Proceedings of the 22nd international conference on Software engineering**

Full text available:  pdf(841.88 KB)

Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: component software architectures, educational software, end-user programming

17 Posters: A wireless handheld multi-modal digital video library client system

Michael R. Lyu, Jerome Yen, Edward Yau, Sam Sze

November 2003 **Proceedings of the 5th ACM SIGMM international workshop on Multimedia information retrieval**

Full text available:  pdf(814.79 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We developed technologies for transmitting video contents over wireless platforms, and encapsulated these video delivery and presentation technologies into a client system for accessing a multi-modal digital video library. The mobile access system, *iVIEW client*, provides a user interface that meets the challenge of rich multi-modal information presentation on wireless hand-held devices. An XML schema is employed to organize the multi-modal metadata for better data interoperability. Furthe ...

Keywords: XML, browser and interface on mobile devices, mobile applications, multi-modal content retrieval, multimedia information retrieval, multimedia management and support

18 An environment for developing adaptive, multi-device user interfaces

John Grundy, Biao Yang

February 2003 **Proceedings of the Fourth Australian user interface conference on User interfaces 2003 - Volume 18**

Full text available:  pdf(784.56 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

There is a growing demand for the development of multi-device, adaptive user interfaces - interfaces that will run on and adapt to the characteristics of multiple display devices and networks as well as multiple users and user tasks. We describe a design and implementation environment for the development of such interfaces. This tool allows developers to specify their desired interfaces using an abstract set of screen element and layout constructs. It then generates a Java Server Page implementa ...

Keywords: adaptive user interfaces, mobile user interfaces, multi-device user interfaces, thin-client user interfaces, user interface design tools

19 Verification by simulation comparison using interface synthesis

C. Hansen, A. Kunzmann, W. Rosenstiel

February 1998 **Proceedings of the conference on Design, automation and test in Europe**

Full text available:  pdf(87.12 KB)  Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)
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One of the main tasks within the high-level synthesis (HLS) process is the verification problem to prove automatically the correctness of the synthesis results. Currently, the results are usually checked by simulation. In consequence, both the behavioral specification and the HLS results have to be simulated by the same set of test vectors. Due to the HLS and the inherent changes in the cycle-by-cycle behavior, the synthesis results require an adaption of the initial test vector set. This reduce ...

Keywords: Verification, Simulation Comparison, High-Level Synthesis, Interface Synthesis

20 Simplifying component development in an integrated groupware environment

Mark Roseman, Saul Greenberg

October 1997 **Proceedings of the 10th annual ACM symposium on User interface software and technology**

Full text available:  pdf(1.04 MB) Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: CSCW, GroupKit, Tcl/Tk, component architecture, groupware